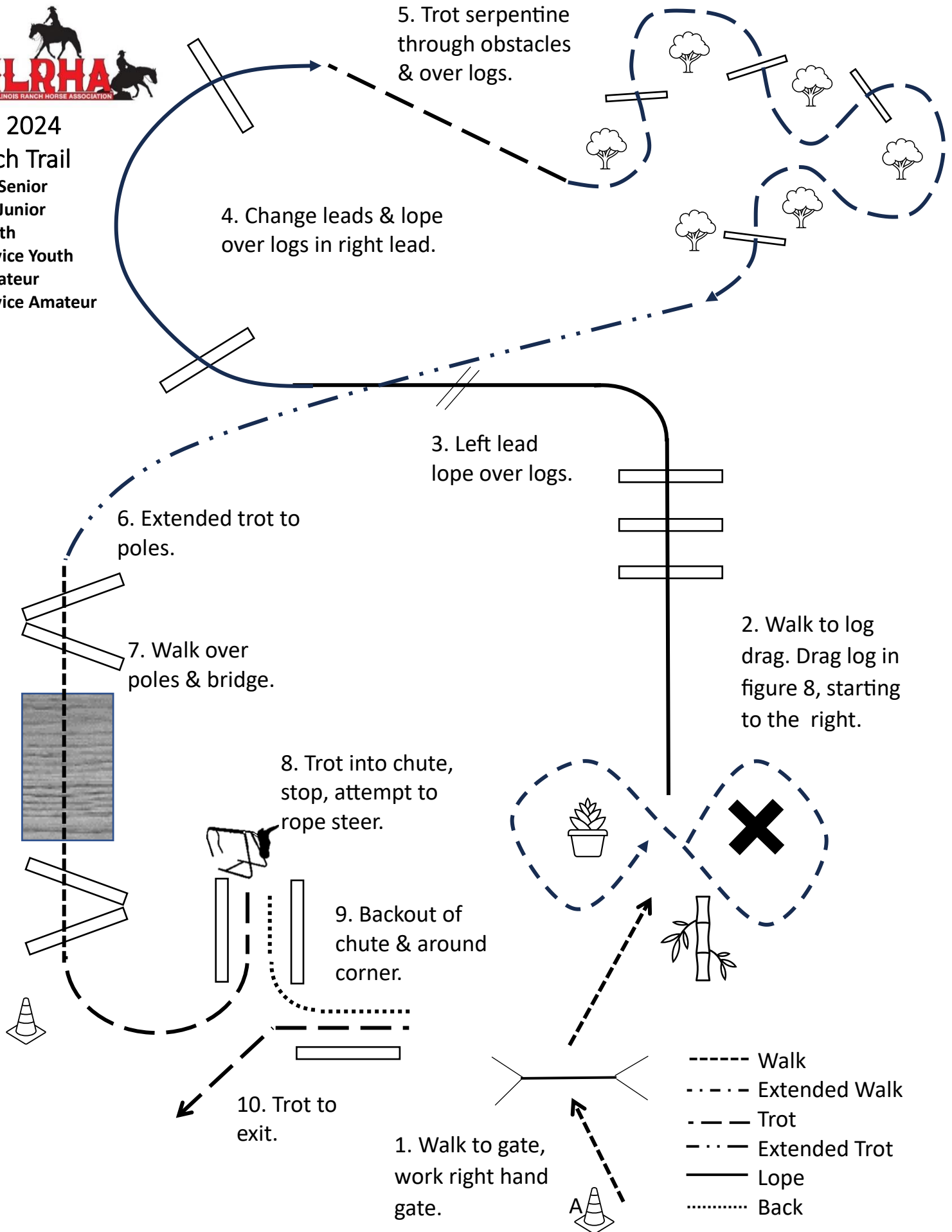




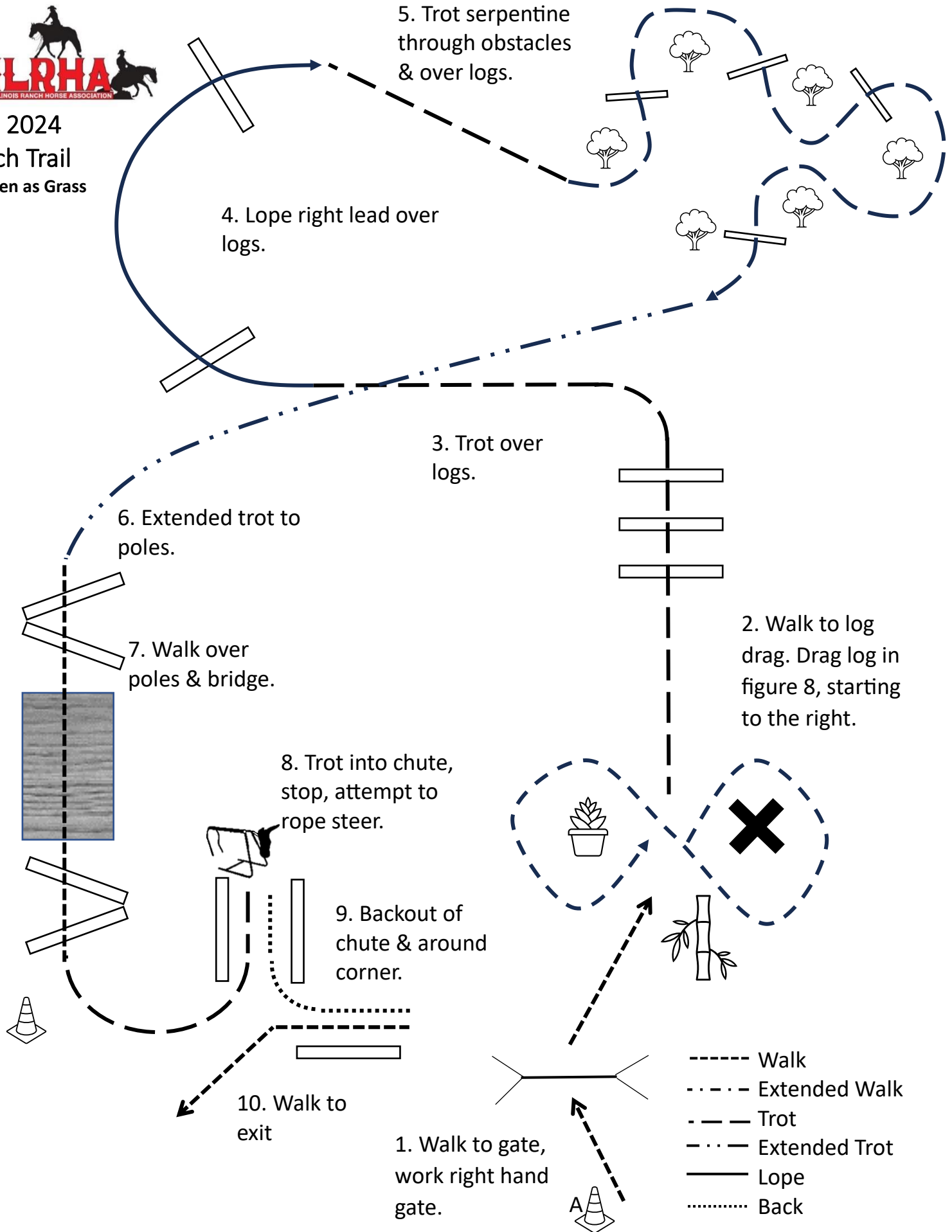
May 2024
Ranch Trail

- 1. AA Senior
- 2. AA Junior
- 3. Youth
- 4. Novice Youth
- 5. Amateur
- 6. Novice Amateur



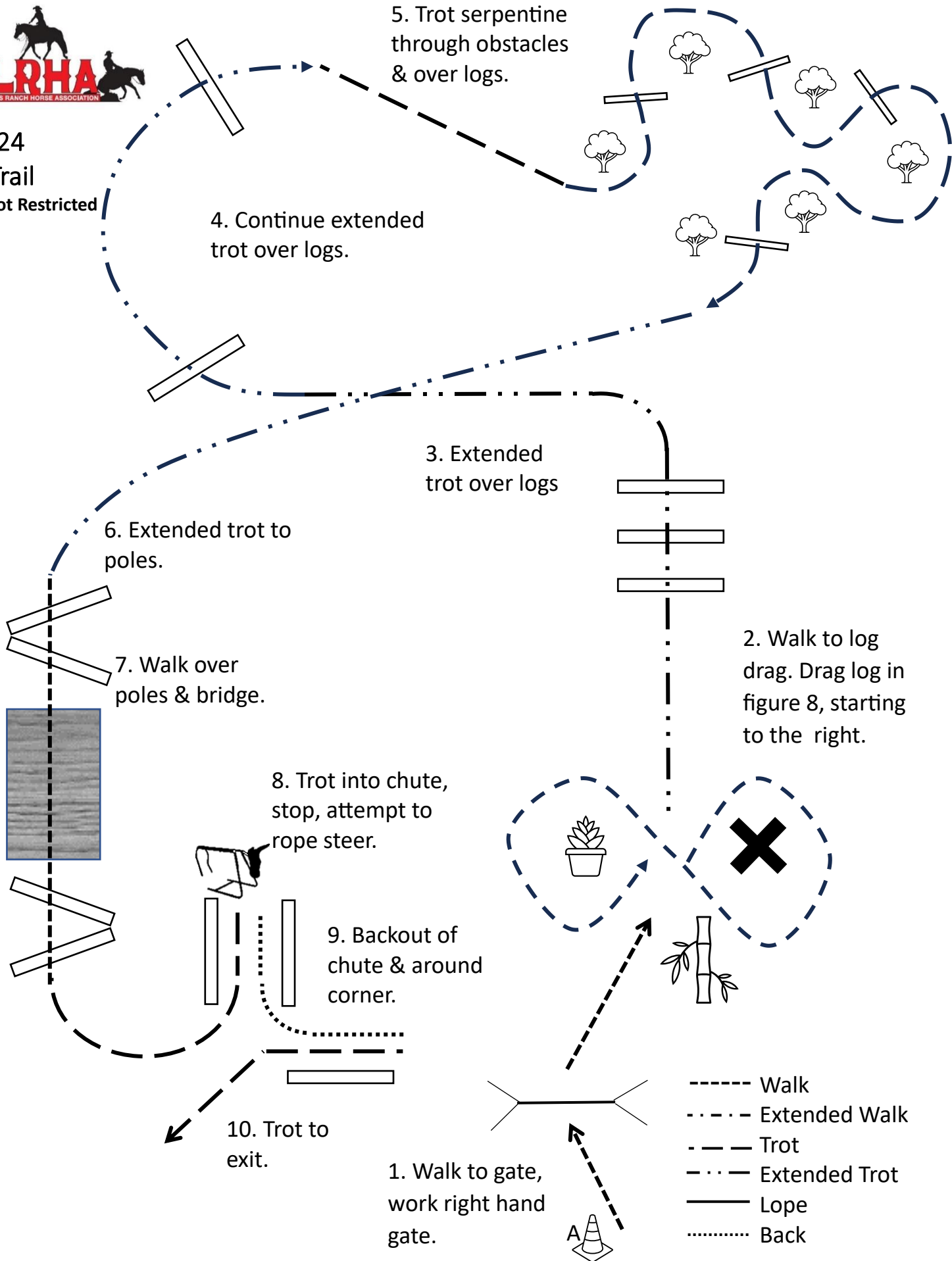


May 2024
Ranch Trail
7. Green as Grass





May 2024
Ranch Trail
8. Walk/Trot Restricted

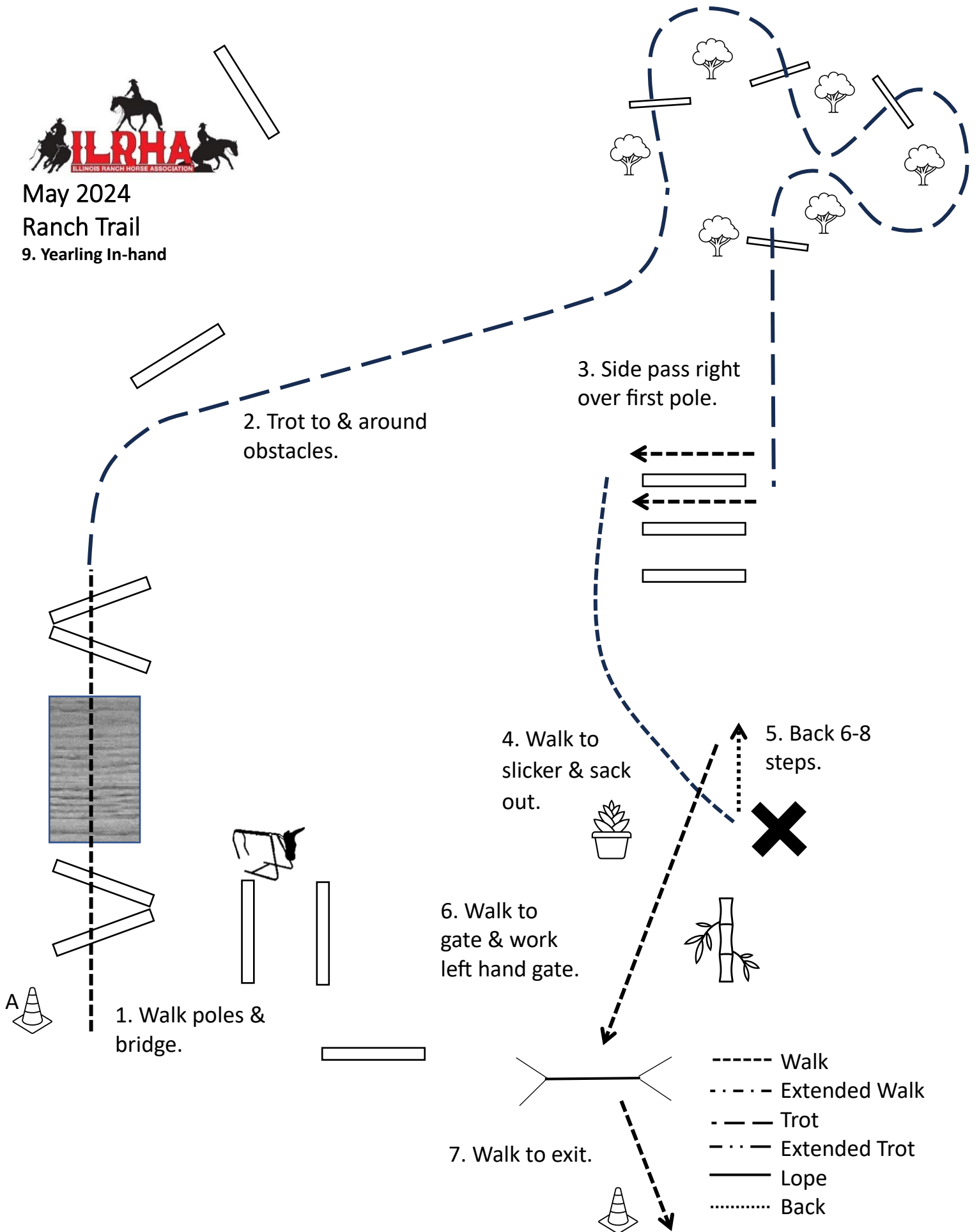




May 2024

Ranch Trail

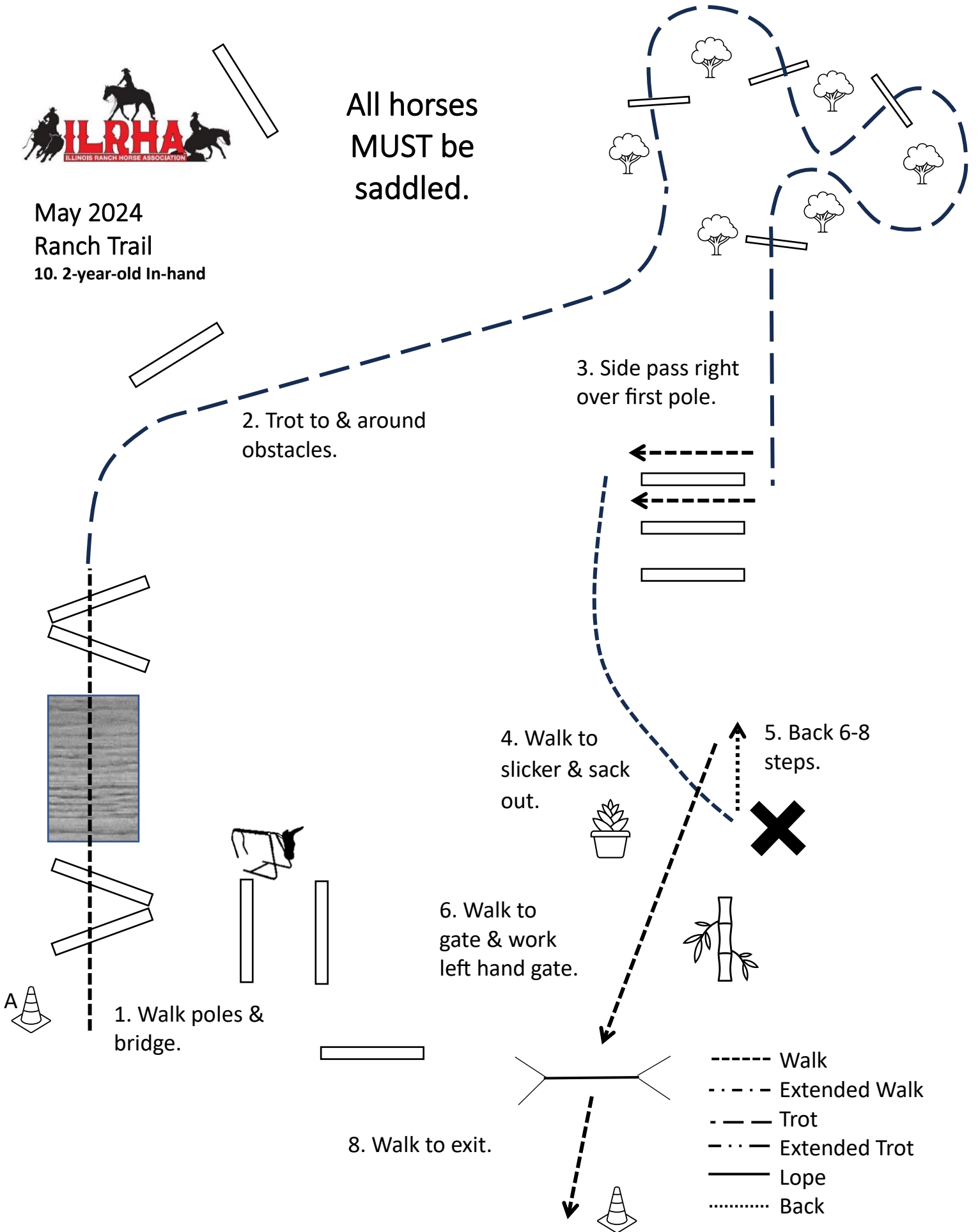
9. Yearling In-hand





All horses MUST be saddled.

May 2024
Ranch Trail
10. 2-year-old In-hand



- Walk
- - - - - Extended Walk
- · - · - Trot
- · - · - Extended Trot
- Lope
- Back



May 2024

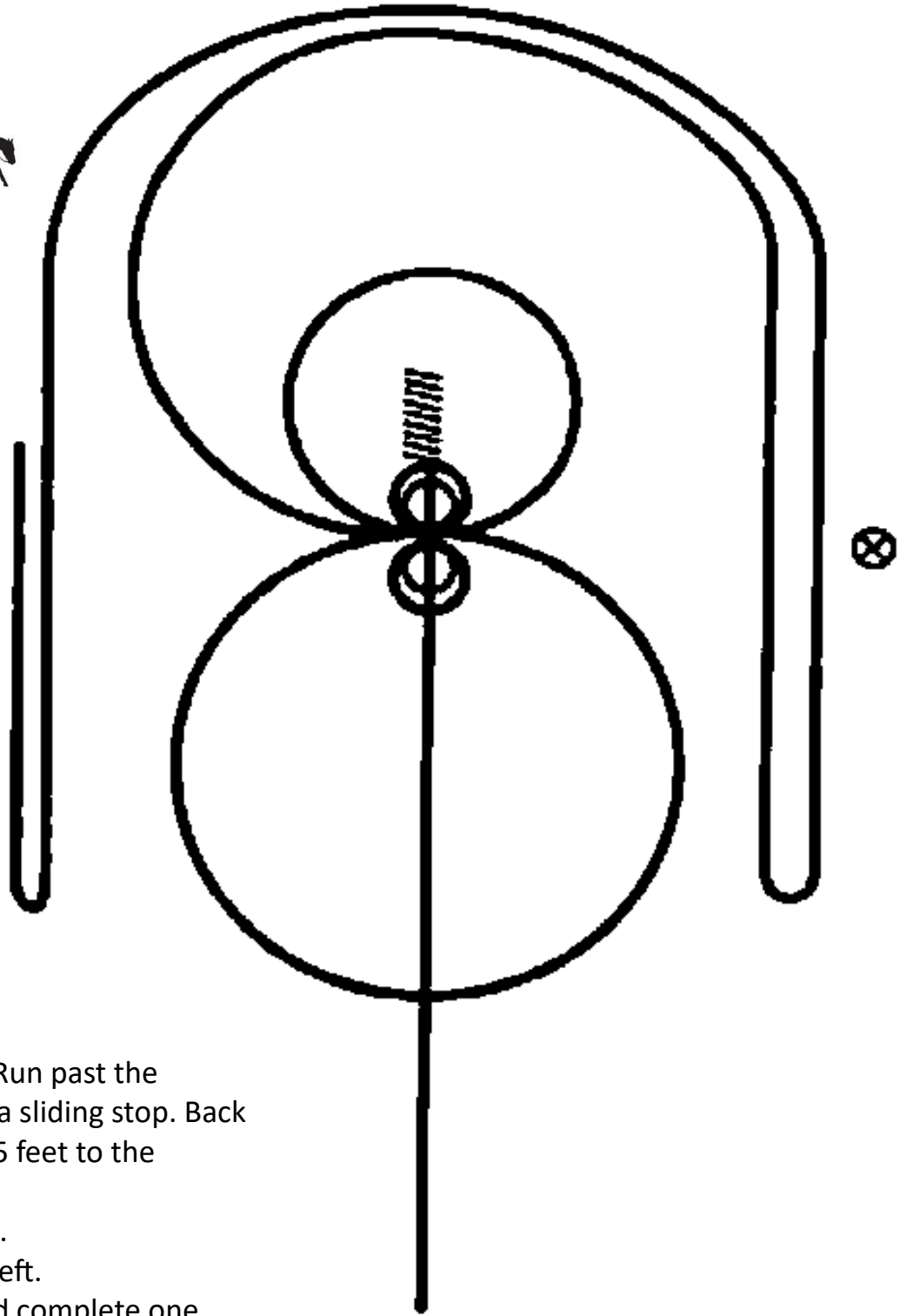
Working Ranch Horse

Pattern # 3

25. All Age

26. Amateur

27. Youth



**MANDATORY
MARKERS ALONG
FENCE OR WALL RIDE
PATTERN AS FOLLOWS:**

1. Start at end of arena. Run past the center marker and do a sliding stop. Back approximately 10 to 15 feet to the center.
2. Complete 2 spins right.
3. Complete 2 1/4 spins left.
4. Begin on right lead and complete one circle right small and slow. Change leads.
5. Complete one circle left large and fast. Change leads.
6. Continue loping around end of arena without breaking gait. Run straight down the right side of the arena past the center marker and do a left rollback.
7. Continue back around the previous circle but do not close this circle. Run down the left side of the arena past the center maker and do a right rollback.
8. Continue past center marker and do a sliding stop.
9. Hesitate to complete pattern.



May 2024

Working Cow Horse

Pattern #9

28. All Age

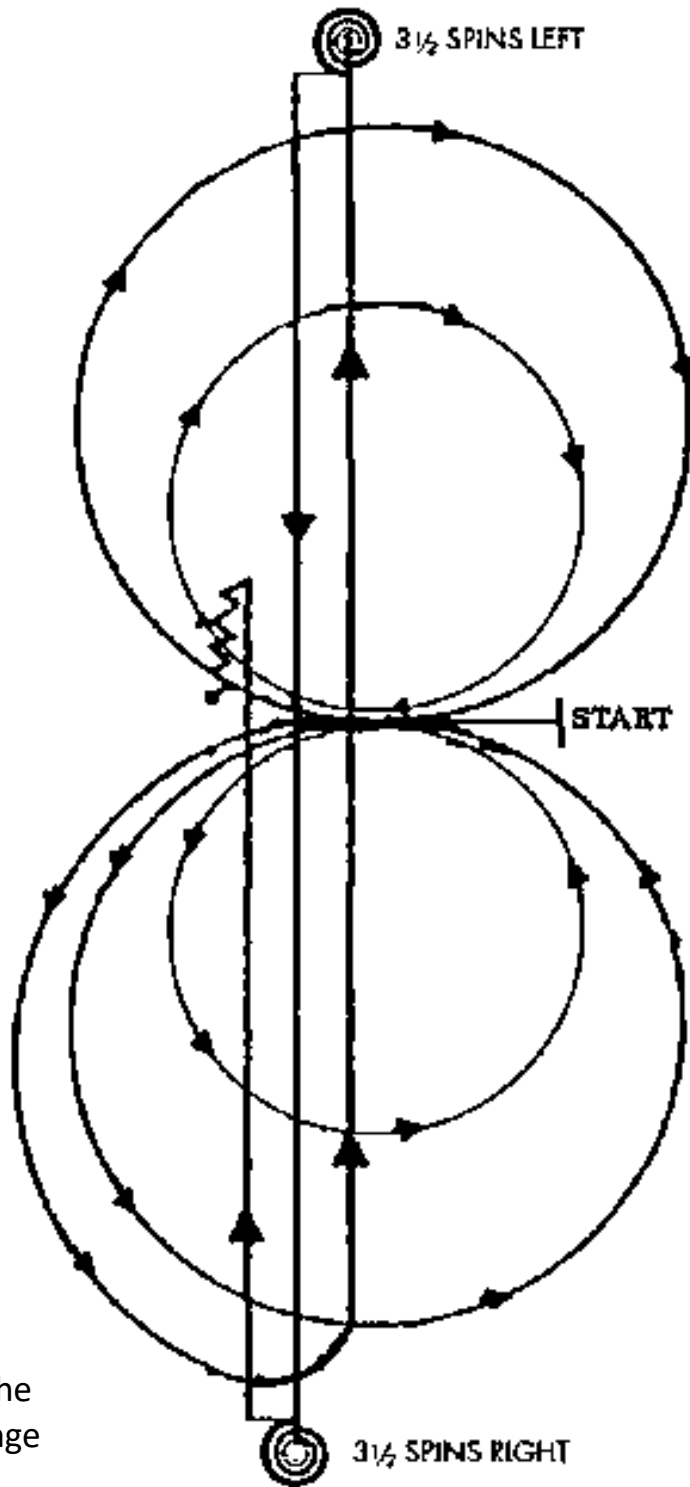
29. Amateur

30. Youth

JUDGE

**Trot to center of arena, stop.
Start pattern facing towards
the judge.**

1. Beginning on the left lead complete 2 circles to the left, the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
2. Complete 2 circles to the right, the first large and fast, the second circle small and slow. Change leads at the center of the arena.
3. Continue around end of arena without breaking gait or changing leads, run down center of the arena past without breaking gait or changing leads, run down center of the arena past the end marked, execute a square a square sliding stop.
4. Complete 3½ spins to the left.
5. Run down center of arena past end marker, execute a square sliding stop.
6. Complete 3½ spins to the right.
7. Run down center of arena past center marker, execute a square sliding stop. Back at least 10 feet. Hesitate to complete a square sliding stop. Back at least 10 feet. Hesitate to complete pattern.





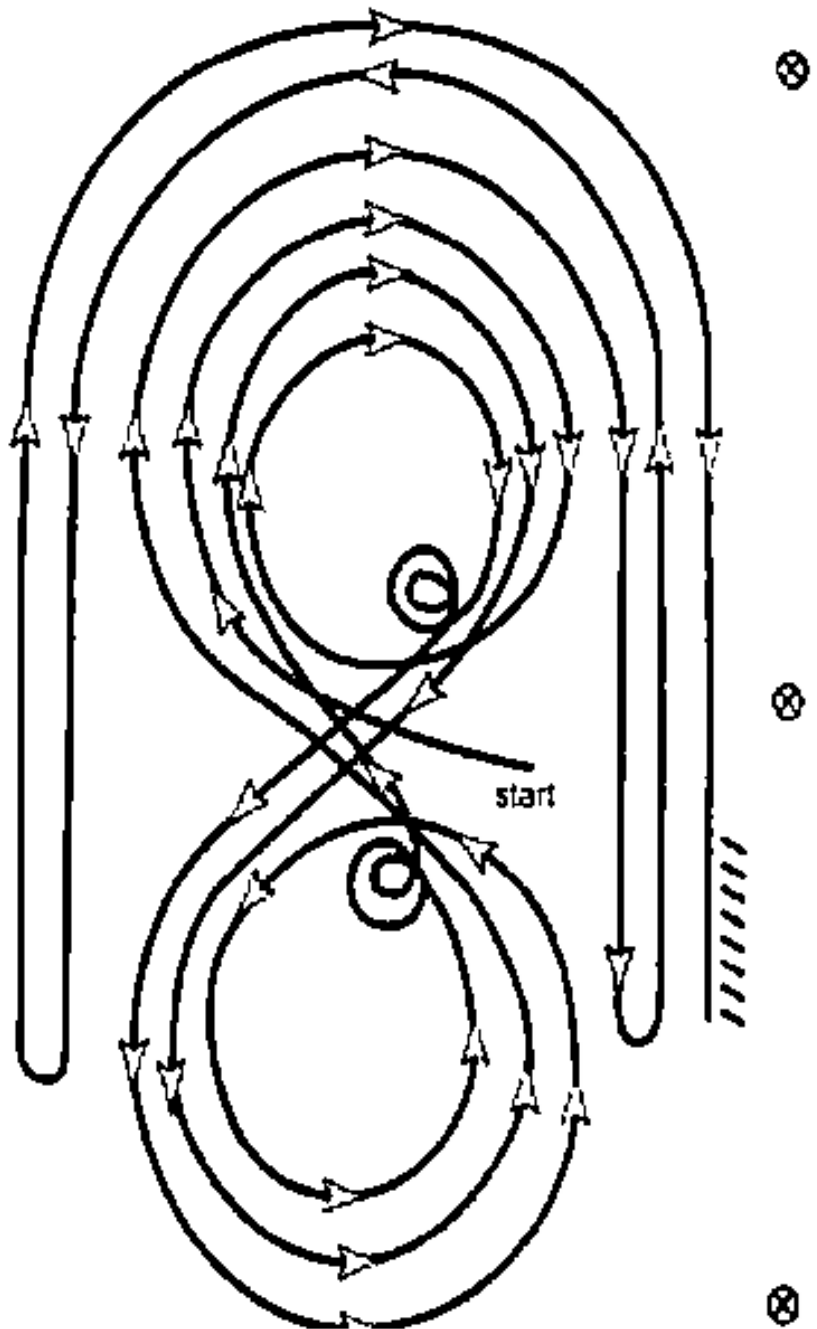
May 2024

Ranch Reining Pattern #5

- 31. AA Senior
- 22. AA Junior
- 33. Youth
- 34. Amateur

HORSES MUST TROT TO THE CENTER OF THE ARENA. HORSES MUST STOP PRIOR TO STARTING THE PATTERN BEGINNING AT THE CENTER OF THE ARENA FACING THE ARENA FENCE.

1. Starting at the center do 2 circles to the right. The first, a large fast circle. The second a small slow circle.
2. At center marker stop and do 2 spins to the right.
3. After the spins have been completed; slight hesitation.
4. Do 2 circles to the left. The first a large fast circle. The second a small slow circle.
5. At center marker stop and do 2 spins to the left.
6. After spins completed; slight hesitation.
7. Start a fast figure 8 to the right, changing leads at the center marker.
8. After figure 8 and both lead changes completed, continue a large circle to the right. Do not close this circle. Run down the right side of arena past the center marker, stop and do a rollback to the left. Remain at least 20 feet from the wall or fence. There should be no hesitation between stop and rollback.
9. Continue back around previous circle. Do not close this circle. Run down left side of arena past the center marker, stop and do a rollback to the right. Remain at least 20 feet from wall or fence. There should be no hesitation between stop and rollback.
10. Proceed back around previous two circles. Do not close this circle. Run down right side of arena past center marker and stop. Back at least 10 feet. Hesitate to show completion of pattern.



**Rider must drop bridle to designated judge.
EXHIBITORS THAT DO NOT TROT IN WILL BE DISQUALIFIED.**



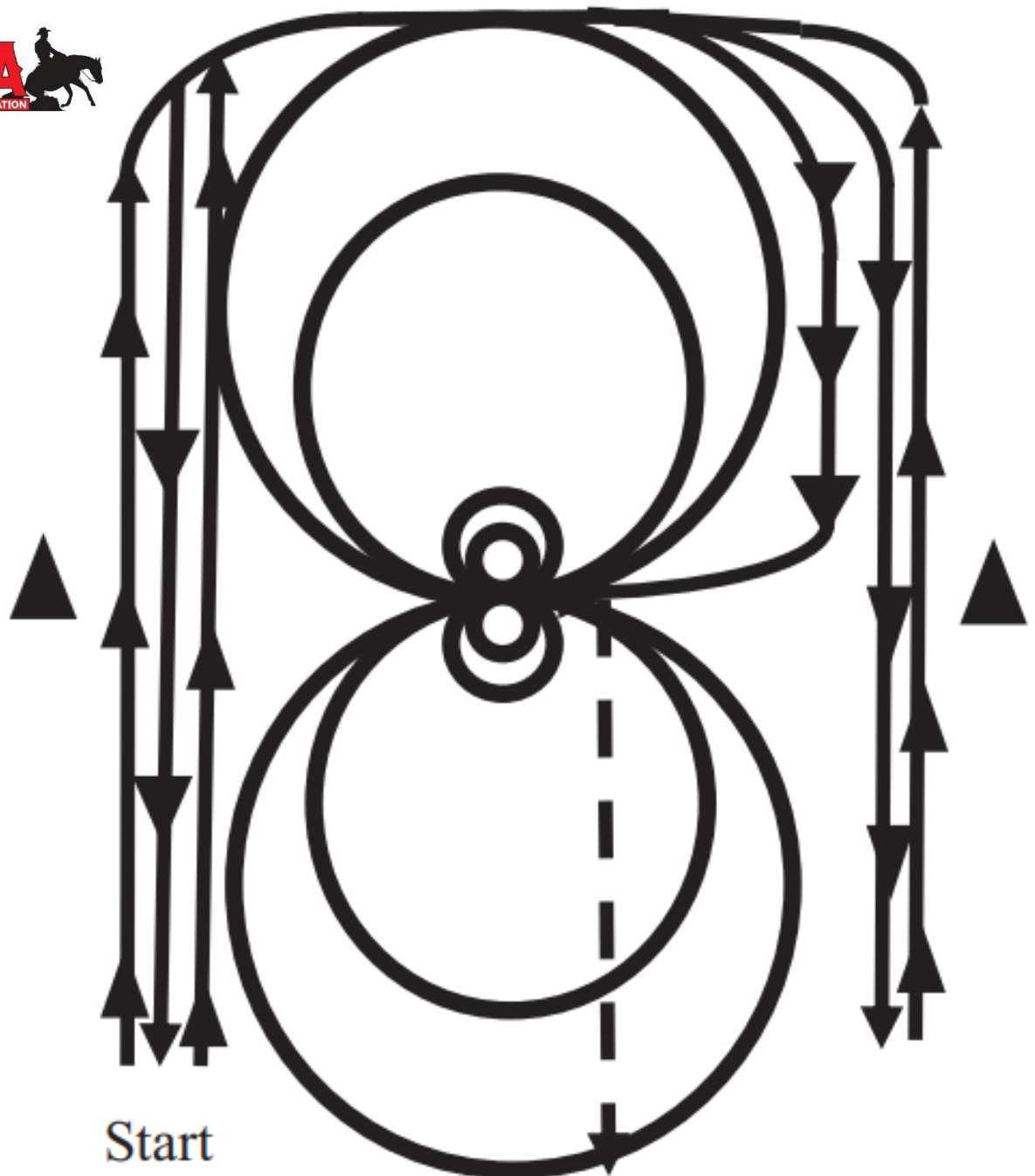
May 2024

Ranch Reining

Pattern #10

35. Novice Youth

36. Novice Amateur



1. Start on left side of arena, Lope on your right lead around end and run past center marker, Stop, Roll back left.
2. Run past center marker, Stop, Rollback right.
3. Lope back around end at center marker close into right circle. Complete 2 circles on the right lead the first one a small slow, second a large fast, Stop in center.
4. 2 Spins Right.
5. On the left lead complete two circles the first large and fast, second small slow, Stop at center.
6. 2 Spins Left, hesitate;
7. Back 8 –10 feet; exit arena at trot.



May 2024

Ranchmanship

Pattern #7

37. AA Senior

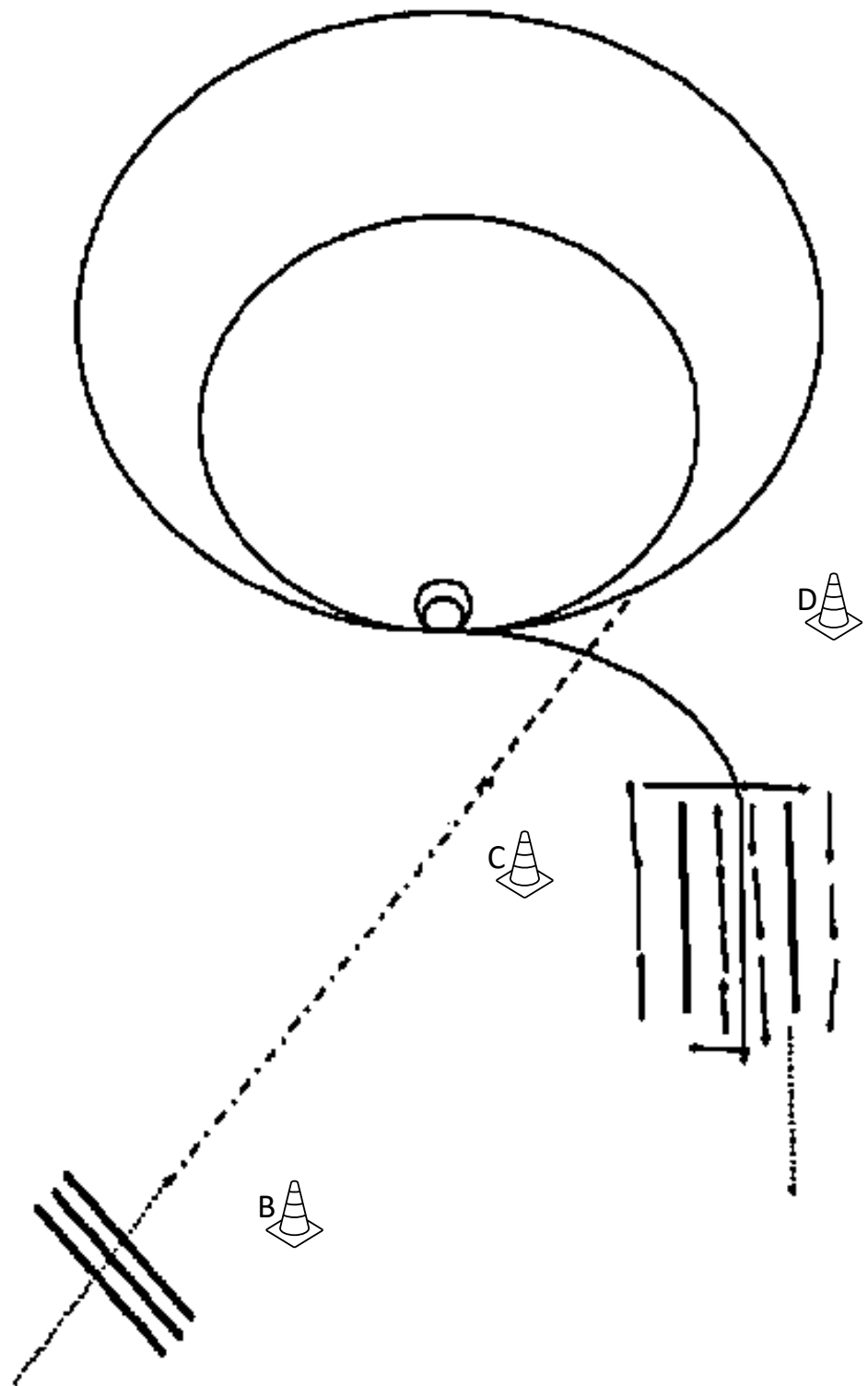
38. AA Junior

39. Amateur

40. Novice Amateur

41. Youth

42. Novice Youth



Be Ready at A

1. Walk from A to B.
2. At B extended trot to C.
3. At C return to trot.
4. At D left lead lope large fast to a small slow and stop in the center.
5. 2 spins left.
6. Trot thru chute, stop, 90 to right.
7. Side pass right.
8. Back to 2nd pole.
9. Side pass left.
10. Walk to exit arena.



May 2024

Horsemanship

43. Youth

44. Novice Youth

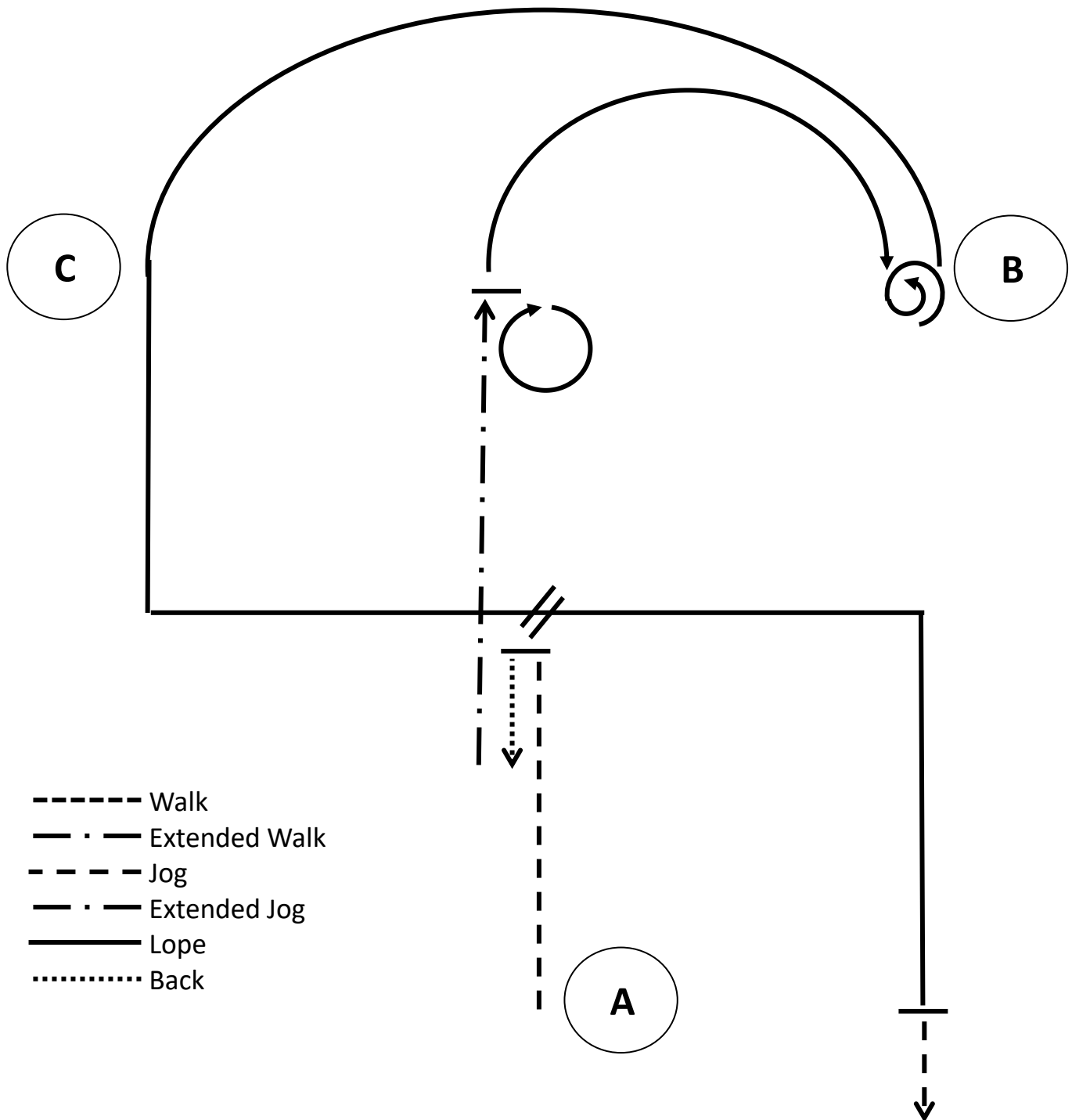
45. Amateur

46. Novice Amateur

Be ready at A.

1. Jog halfway to center of arena, stop, & back 6-8 steps.
2. Extended jog until even with B, stop.
3. 1 (360°) turn to the right .
4. Right lead lope to B, stop.
5. 1 ½ (540°) turns to the left.
6. Left lead lope to C, continue loping past C.
7. Make a square corner to the left & change leads (simple or flying) in the center of the arena.
8. Lope square corner to the right in the right lead. Stop when even with A.

Jog to exit.

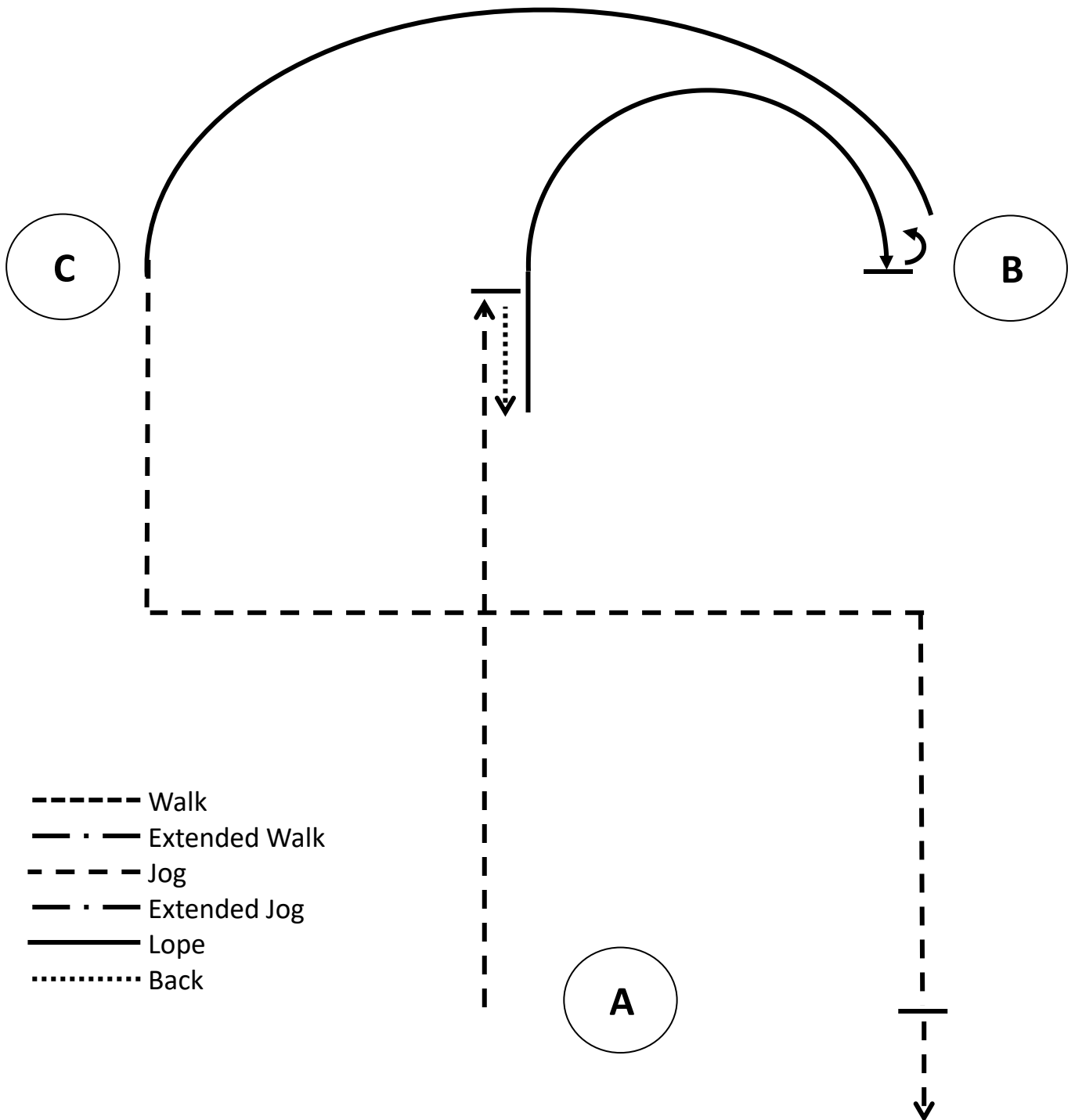




May 2024
 Horsemanship
 47. Green as Grass

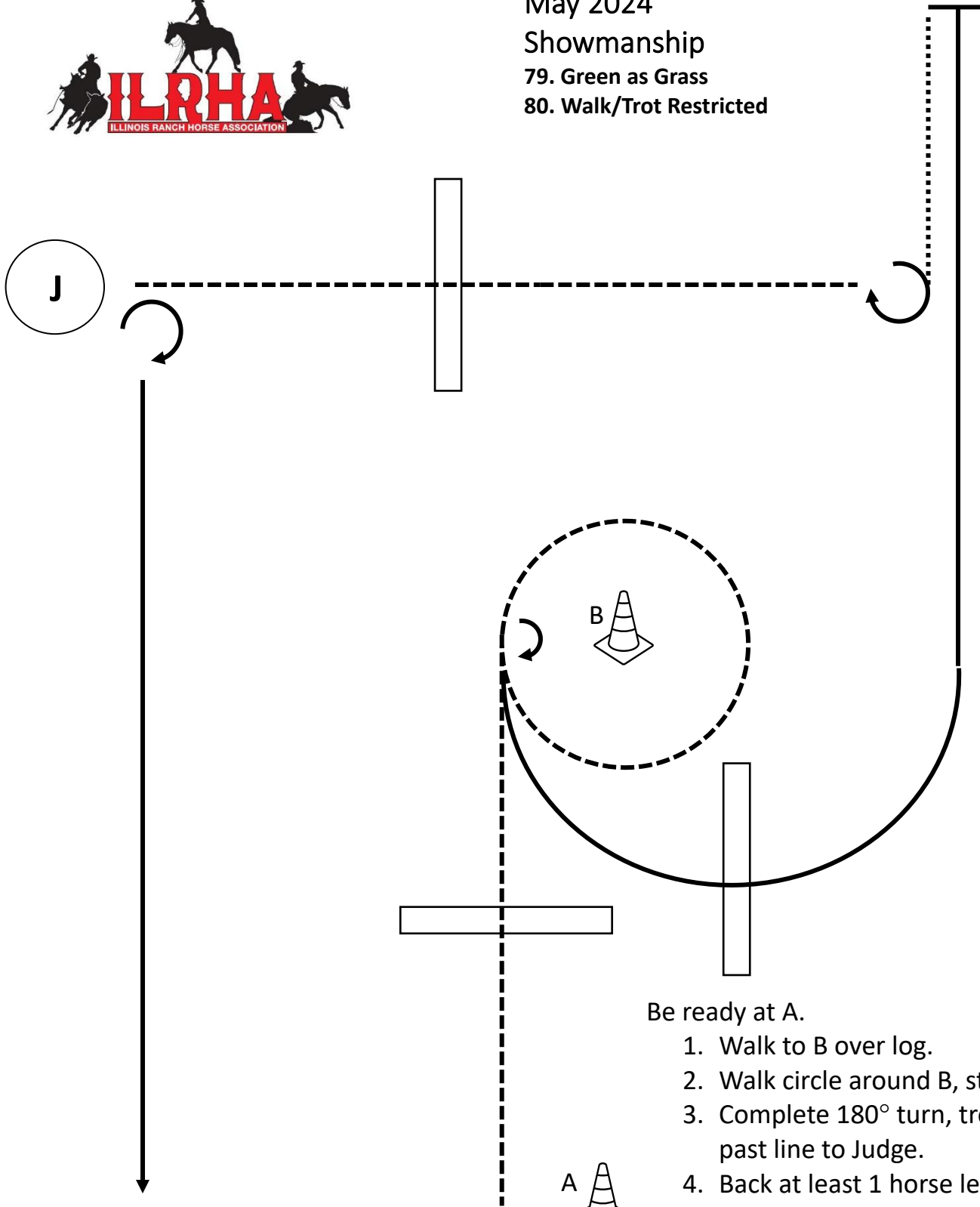
Be ready at A.

1. Jog until even with B, stop.
2. Back 6-8 steps.
3. Right lead lope to B, stop.
4. ½ (180°) turn to the left.
5. Left lead lope to C.
6. At C, Trot, continue around square corners.
7. Stop when even with A.
8. Jog to exit.





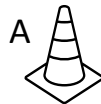
May 2024
 Showmanship
 79. Green as Grass
 80. Walk/Trot Restricted



- Walk
- . - Extended Walk
- Trot
- - - Extended Trot
- Back

Be ready at A.

1. Walk to B over log.
2. Walk circle around B, stop at B.
3. Complete 180° turn, trot over pole, past line to Judge.
4. Back at least 1 horse length.
5. Complete 270° turn.
6. Walk to judge, cross pole on the way.
7. Stop at judge, set-up for inspection.
8. When dismissed, complete 270° turn & Trot to exit.



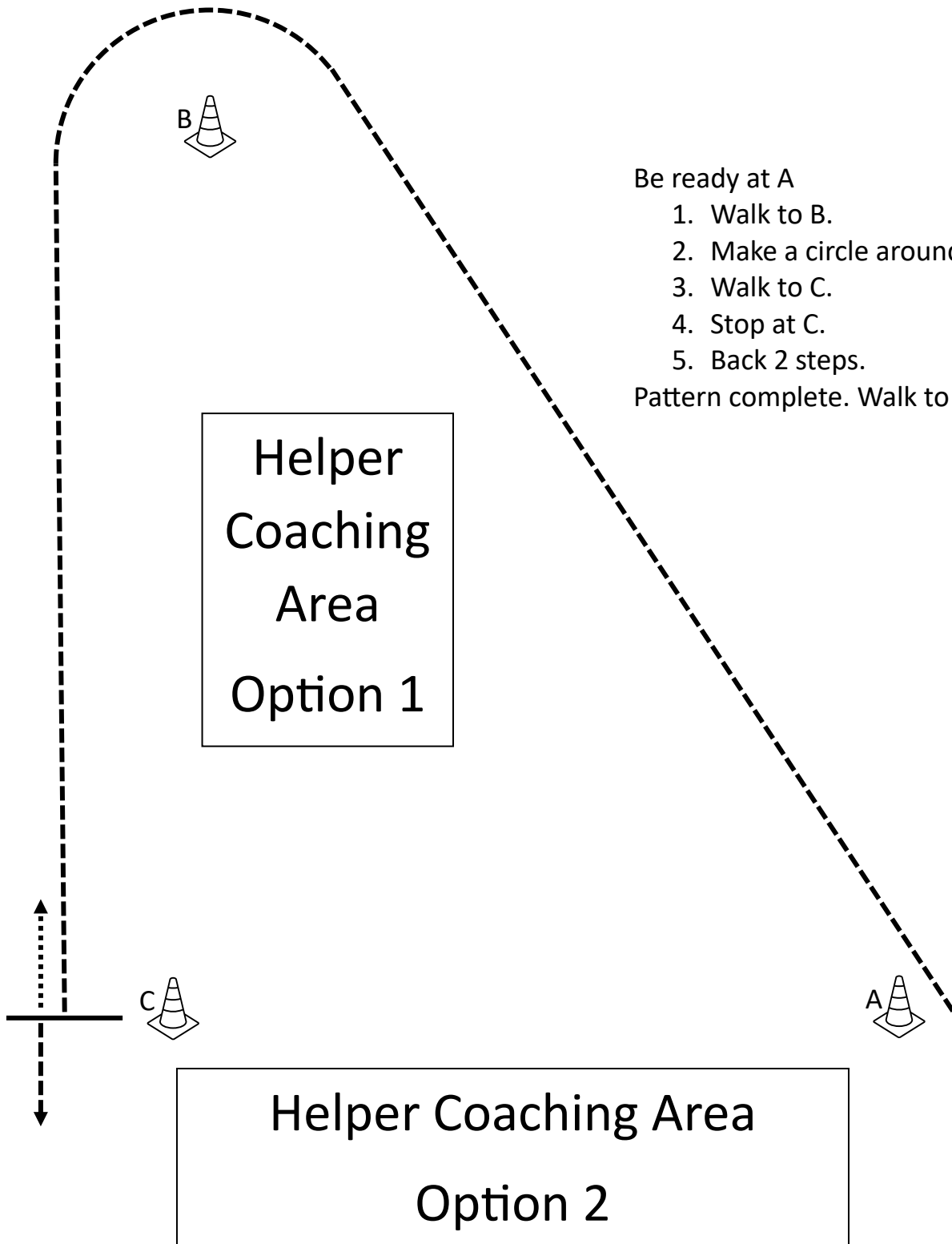


May 2024

Horsemanship

82. Walk-Whoa 10 & Under

- Walk
- . - Extended Walk
- - - Trot
- . . - Extended Trot
- Lope
- Back



Be ready at A

1. Walk to B.
2. Make a circle around B.
3. Walk to C.
4. Stop at C.
5. Back 2 steps.

Pattern complete. Walk to exit.